

U . S. DEPARTMENT OF TRANSPORTATION
HAZARDOUS MATERIALS SAFETY
HAZARDOUS MATERIALS INFORMATION SYSTEM
HAZMAT SUMMARY BY Cause

Calendar Year - 2006
3rd Quarter

Cause	Incidents	Hospitalized	INJURIES		Fatalities	Damages
			Non-	Hospitalized		
Abrasion	126	0	1		0	139,151
Broken Component or Device	180	1	4		0	397,475
Commodity Self-Ignition	4	0	2		0	32,837
Commodity Polymerization	5	0	0		0	29,085
Conveyer or Material Handling Equipment Mishap	97	0	0		0	43,918
Corrosion - Exterior	41	1	15		0	29,381
Corrosion - Interior	59	0	2		0	99,237
Defective Component or Device	1,040	2	1		0	456,511
Derailment	20	2	0		0	3,875,579
Deterioration or Aging	218	0	5		0	443,841
Dropped	1,886	0	3		0	275,782
Fire, Temperature, or Heat	18	0	0		0	456,294
Forklift Accident	1,385	3	55		0	378,063
Freezing	18	0	0		0	0
Human Error	1,579	5	40		0	1,430,941
Impact with Sharp or Protruding Object (e.g., nails)	914	0	0		0	903,142
Improper Preparation for Transportation	1,886	0	8		0	1,320,638
Inadequate Accident Damage Protection	28	0	0		0	0
Inadequate Blocking and Bracing	1,107	0	5		0	344,276
Inadequate Maintenance	6	0	0		0	14,773
Inadequate Preparation for Transportation	792	2	3		0	281,915
Inadequate Procedures	122	0	4		0	78,664
Inadequate Training	10	0	0		0	0
Incompatible Product	6	0	0		0	2,925
Incorrectly Sized Component or Device	7	0	0		0	13,000
Loose Closure, Component, or Device	1,417	5	3		0	500,170
Misaligned Material, Component, or Device	44	0	1		0	49,152
Missing Component or Device	36	0	2		0	34,771
Overfilled	140	0	1		0	185,110
Over-pressurized	80	1	1		0	215,077
Rollover Accident	82	2	1		8	8,360,290
Threads Worn or Cross Threaded	22	0	0		0	23,545
Too Much Weight on Package	524	0	0		0	124,655
Valve Open	230	0	21		0	18,045
Vandalism	3	0	0		0	1,000
Vehicular Crash or Accident Damage	80	1	2		0	22,035,273
Water Damage	10	0	0		0	0
Cause Not Reported	1,975	0	8		8	8,621,786
Total - 2,006.00, 3rd Quarter	16,197					

Note: Due to multiple causes being involved in a single incident, the totals above may not correspond to the totals in the other reports.